

db Hoops Youth Basketball League

2012

The following playing rules will be in effect for the youth basketball season. Purpose of rules is to make games run smoothly, ensure fair play for all players, and eliminate any controversies or disputes. db Hoops reserve the right to amend or add rules during the season as needed, proper notice will take place when changes are made.

1. Rules in effect:

- a. OHSAA rules will be in effect, except where specific league rules differ

2. Timing of Games:

- a. Games will consist of four 6 minute quarters with clock stopping on all officials whistles.
 - i. Clock will stop during all free-throws
 - ii. League officials have the right to adjust the rules/time if needed
- b. The clock will run in the last quarter of the game if one team is ahead by 20 points or more. If the differential goes under 20, the clock stops with all whistles once again.
- c. The scorer's time clock is official and final-the scorer's horn at the conclusion of each period constitutes the end of the period.
- d. If a game is tied at the end of regulation, two minute overtime will be played. Fouls will carry over.
- e. Teams will provide parents/adults to score keep and run the clock.

3. Fouls:

- a. db Hoops will follow new OHSAA rule regarding foul shot alignment for players, which is: A maximum of 7 players may be aligned on the key for all foul shots; the shooter and 3 players on each side of the lane. All other players must be behind the foul line extended and outside of the 3-point circle.
- b. Boys and Girls in Grades 4 and 5 are to shoot at regulation foul line but are allowed to jump over the line, permitting it does not create an advantage (per referee discretion) in obtaining the rebound.
- c. A player will foul out after his/her fifth foul in a game.
- d. A "one and one" rule will be in effect beginning with the seventh foul for each half
- e. Fouls in the second half will carry over to overtime
- f. The scorer's tabulation of individual and team fouls if official and final

4. Timeouts:

- a. Each team will receive two 45 second timeouts per half. Unused timeouts do not carry over to overtime.
- b. Each team will receive one 45-second timeout in overtime.
- c. The scorer's tabulation of timeouts is official and final the scorer will also time the length of each timeout

5. Defenses:

- a. Any defense is allowed the whole game in 4th, 5th and 6th grade.
- b. Full court pressing is not permitted in the first half for 5th & 6th grade, first 3 periods for the 4th grade—teams must pull back beyond the half court line immediately after each basket or change of possession and must allow the other team to cross the center line. Violations will result in a technical foul. (Note: Under high school rules, a technical foul is also a charged personal foul on the violator).
- c. Pressing will be permitted in the second half for 5th & 6th grade, last period for 4th grade, and overtime. Any team with a 15 point or more lead cannot press under any circumstances.
- d. Rules limiting double-teaming may be added if necessary to promote better play and encourage skill development. (No Swarming)

6. Eligibility

- a. 4th, 5th, 6th Grades-players may not be in a grade higher than the grade of team
- b. Eligibility requires the player to be a resident of the community and/or school district.
- c. Any team caught playing with an ineligible player will forfeit any and all games that he/she played in.
- d. Teams are limited to 12 players. No additions to roster after games begin.
- e. A player may not play on two teams. The player must select the team they want to play on and will remain on that roster the balance of the year.

7. Offense:

Possession in the backcourt will be established when a defensive player has taken possession of the ball. Referees will determine possession on close calls in the backcourt. Once possession has been established in the backcourt, the defensive team must release full court pressure. (4th grade first 3 periods, 5th & 6th grade first half only) 1st offense is a warning, 2nd offense is a technical, 3rd offense will result in 3 foul shots and the ball.

8. Bench Conduct:

- a. Only members of the team and coaching staff (maximum of three coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
- b. Substitutions must be requested by a member of the coaching staff. Players about to enter the game shall be seated next to the scorer's table and wait for the scorer or referee to signal them into the game.
- c. Coaches, parents and players shall focus their energies on player participation, team play, and sportsmanship. Coaches, parents, and players shall not engage in unsportsmanlike conduct, especially towards referees and scorers.
- d. Any coach, player or parent who is ejected from a game may not attend that team's next league game.

9. Responsibilities of coaches and parents:

- a. Any team forfeiting or canceling a game for any reason (other than weather situations) will be penalized by the league. The penalty will be \$50.00
- b. It is our expectation that all coaches and parents will follow the guidelines and intent of our league rules. The playing rules have been established to promote and further the objectives stated therein—please abide by the rules and please do not try to twist them or use them to get a competitive advantage.

10. Tie-breakers

- a. Head to Head Competition
- b. Least Points allowed
- c. Coin Flip